Listing of Claims:

Claim 1 (original): A gaming device comprising: a plurality of player selectable indicators; an independent probability of success associated with each player selectable indicator; a display device; and a processor operable with said display device to:

(a) display said plurality of selectable indicators;

(b) enable a player to select one of said selectable indicators;

(c) independently determine whether said selected indicator is a success indicator or a failure indicator, wherein said determination is based on the independent probability of success associated with said selected indicator;

(d) provide the player an award if said determination is that the selected indicator is a success indicator, wherein said provided award for said selected success indicator is greater than at least one award, if any, previously provided to the player for selecting a success indicator; and

(e) repeat steps (b) to (d) until the determination is that said selected indicator is a failure indicator or the player selects all of the selectable indicators.

Claim 2 (original): The gaming device of claim 1, wherein said processor independently determines whether each of said selectable indicators is a success indicator or a failure indicator prior to enabling the player to select said selectable indicators.

Claim 3 (original): The gaming device of claim 1, wherein said processor independently determines whether each of said selected indicators is a success indicator or a failure indicator following the player's selection of said selected indicator.

Claim 4 (original): A gaming device comprising: a primary wagering game operable upon a wager by a player; a display device; a plurality of player selectable indicators adapted to be displayed by the display device; an independent probability of success associated with each player selectable indicator; and a triggering event

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associated with said primary game, wherein after the occurrence of said triggering event:

(a) said plurality of player selectable indicators are displayed;

(b) the player is enabled to select one of said selectable indicators;

(c) an independent determination of whether said selected indicator is a success indicator or a failure indicator occurs, wherein said determination is based on the independent probability of success associated with said selected indicator;

(d) the player is provided one of said awards if said determination is that said selected indicator is a success indicator, wherein said provided award for said selected success indicator is greater than at least one award, if any, previously provided to the player for selecting a success indicator; and

(e) steps (b) to (d) are repeated until the determination is that the selected indicator is a failure indicator or the player selects all of the selectable indicators.

Claim 5 (original): The gaming device of claim 4, wherein said independent determination of whether each of said selectable indicators is a success indicator or a failure indicator occurs prior to enabling the player to select said selectable indicators.

Claim 6 (original): The gaming device of claim 4, wherein said independent determination of whether each of said selected indicators is a success indicator or a failure indicator occurs following the player's selection of said selected indicator.

Claim 7 (original): A gaming device comprising: a plurality of player selectable indicators; an independent award probability associated with each of said selectable indicators; a display device; and a processor operable with said display device to:

(a) display said plurality of selectable indicators;

(b) enable a player to select one of said selectable indicators;

(c) independently determine if an award is associated with said selected indicator, wherein said determination is based on the independent award probability associated with said selected indicator;

(d) provide the player an award if said determination is that an award is associated with said selected indicator, wherein said provided award for said selected indicator is greater than at least one award, if any, provided to the player for selecting a previous indicator; and

(e) repeat steps (b) to (d) until the determination is that an award is not associated with said selected indicator or the player selects all of the selectable indicators.

Claim 8 (original): The gaming device of claim 7, wherein said processor independently determines whether an award is associated with each of said selectable indicators prior to enabling the player to select said selectable indicators.

Claim 9 (original): The gaming device of claim 7, wherein said processor independently determines whether an award is associated with each of said selected indicators following the player's selection of said selected indicator.

Claim 10 (original): A gaming device comprising: a primary game operable upon a wager by a player; a display device; a plurality of player selectable indicators adapted to be displayed by the display device; an independent award probability associated with each of said selectable indicators; and a triggering event associated with said primary game, wherein after the occurrence of said triggering event:

(a) the plurality of selectable indicators are displayed;

(b) the player is enabled to select one of said selectable indicators;

(c) an independent determination of if an award is associated with said selected indicator occurs, wherein said determination is based on the independent award probability associated with said selected indicator;

(d) the player is provided one of said awards if said determination is that an award is associated with said selected indicator, wherein said provided award for said selected indicator is greater than at least one award, if any, provided to the player for selecting a previous indicator; and

(e) steps (b) to (d) are repeated until the determination is that an award is not associated with said selected indicator or the player selects all of the selectable indicators.

Claim 11 (original): The gaming device of claim 10, wherein said independent determination of whether an award is associated with each of said selectable indicators occurs prior to enabling the player to select said selectable indicators.

Claim 12 (original): The gaming device of claim 10, wherein said independent determination of whether an award is associated with each of said selected indicator occurs following the player's selection of said selected indicator.

Claim 13 (original): A method of operating a gaming device, said method comprising the steps of:

(a) displaying a plurality of player selectable indicators, wherein each of said indicators is a success indicator or a failure indicator;

(b) enabling a player to select one of said selectable indicators;

(c) independently determining whether said selected indicator is a success indicator or a failure indicator, wherein said determination is based on an independent probability of success associated with said selected indicator;

(d) providing the player one of a plurality of awards if said determination is that the selected indicator is a success indicator, wherein said provided award for said selected success indicator is greater than at least one award, if any, previously provided to the player for selecting a success indicator; and

(e) repeating steps (b) to (d) until the determination is that said selected indicator is a failure indicator or the player selects all of the selectable indicators.

Claim 14 (original): The method of claim 13, wherein said method is operated through a data network.

Claim 15 (original): The method of claim 14, wherein said data network is an internet.

Claim 16 (original): A method of operating a gaming device, said method comprising the steps of:

(a) displaying a plurality of selectable indicators;

(b) enabling a player to select one of said selectable indicators;

(c) independently determining if an award is associated with said selected indicator, wherein said determination is based on an independent award probability associated with said selected indicator;

(d) providing the player one of a plurality of awards if said determination is that an award is associated with said selected indicator, wherein said provided award for said selected indicator is greater than at least one award, if any, provided to the player for selecting a previous indicator; and

(e) repeating steps (b) to (d) until the determination is that an award is not associated with said selected indicator or the player selects all of the selectable indicators.

Claim 17 (original): The method of claim 16, wherein said method is operated through a data network.

Claim 18 (original): The method of claim 17, wherein said data network is an internet.